

# Farlanthia: Lords of War

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Please use "Farlanthia: Lords of War" as your subject.

# RULES

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*For rules on how to play without a game board, tiles, or tokens skip to [here](#).*

## Content

The game contains the following parts. For examples of the parts, see the appendix here.

### Mat

There is a game mat which is covered with Hexagonal Grid. The grid is colored to show the players where to place the tiles for games of 2-6 players. The mat is rolled out and placed down before play begins.

### Tiles

There are 127 1" hexagonal tiles. These tiles are also called Terrain Tiles, and will be used to make the map for play. The tiles have on their front, a terrain type and on their back, blackness.

The amount of tiles and terrain types are as follows:

- 1 Volcano / Palace (?)
- 12 Lakes
- 12 Wastelands (Badlands)
- 24 Mountains
- 36 Forests
- 42 Fields

### Tokens

There are 254 1/2" circle tokens. These tokens are also called Realm Tokens, and will be used to describe what sorts of structures exist on the Realm tiles. The tokens have on their front a description of what type of structure, and a color (the reverse may be black, or contain a different type of structure). The colors describe which player the structure belongs to. The amount of tokens and types are as follows:

- 60 Walls (10 per player)
- 60 Roads (10 per player)
- 60 Villages (10 per player)
- 30 Towns (5 per player)
- 30 Cities (5 per player)
- 6 Capitols (1 per player)
- 18 Forts (3 per player)

### Chips

There are 30 colored circle plastic chips (5 of each color). These chips are used to help determine the order of play, and score for the heroes.

### Troops

There are 270 plastic figures. These figures are also called Troop Units, and will be used to describe the army strength of a particular realm. The figures come in three shapes: triangle, star, and 'x' denoting 1, 5, and 10 units respectively. The figures are colored according to which player the figure belongs to. The amount of figures and types are as follows:

- 30 'X' figures (5 per player)
- 60 star-shaped (10 per player)

180 triangle-shaped (30 per player)

### **Boards**

There are 7 game boards. There are 6 colored Hero boards, which each player uses to keep track of their hero's progress. There is also the Main board, which describes the order of play, current year/season, and the abilities of the Caravan.

### **Cards**

There are two decks of cards, a red "Adventure Deck" and a Green "Event Deck." These decks will be used to generate random adventures and events for your hero and realm during play.

### **Dice**

There are 18 total dice, 3 of each player color. These dice are also known as Leadership Dice which are used to determine the order of play in addition to being used as a resource during each player's turn.

## **Game Setup**

Players should shuffle the tiles and place them face down off to the side of the game board. Also place the Caravan Board to the side of the map. Each player takes a set of troops, tokens, and Hero Board and places it in front of them.

Each player then takes a tile, reveals it, and places it on a starting hex on the game board. The player then places their Capitol marker on that tile.

Players alternate turns drawing a tile from the pile. They conceal this tile from the other players, but may examine it themselves. Then, that player places that tile face-down next to an opponent's capitol, or a tile that is connected to an opponent's Capitol (*Specifically, the tile you place must be equidistant or further from your Capitol than it is to an opponent's capitol, and adjacent to an existing tile. If no empty location meets these criteria, you must place the tile as far away from your capitol as possible.*)

Once all tiles have been placed, the game begins.

## **Game Turns**

Each game turn represents a season. The game begins with the first season, spring and progresses through the seasons in order. Each turn is broken up into five phases:

1. Leadership Phase
2. Scout Phase
3. Hero Phase
4. Realm Phase
5. Conflict Phase

### **Leadership Phase:**

Order: Simultaneous

- Each player rolls 3D6, and counts up the total. The player with the lowest total moves their turn marker to spot 1 on the Main Board. All other players place their chips in order

form lowest to highest, thus determining the Order of Leadership. The dice are then placed on the player's Hero Board.

- **[Order of Leadership]** the order of chips on the Main Board's Leadership row.

### Scout Phase:

Order: Order of Leadership, lowest to highest.

- If there are no unrevealed tiles, do nothing this phase.
- Otherwise, the current player reveals a single tile adjacent to a revealed tile, which is connected to their Capitol.
- Optionally, they may spend a leadership die to reveal a number of tiles equal to the number showing on the leadership die. If revealing more than one tile, each revealed tile must be adjacent to a tile which was already revealed at the start of this phase.
- If you revealed a tile during this phase, draw an Event Card, and resolve any immediate or Scout Phase effects.
- Play passes to the player with the next highest leadership score, until all players have completed the scout phase.

### Hero Phase:

Order: Order of Leadership, lowest to highest.

- The current player must resolve any Event Card Effects that effect the Hero phase before doing anything else this phase.
- The current player may spend a leadership die to draw a card from the Adventure Deck. Resolve any immediate Effects as detailed on the Adventure Card.

### Realm Phase:

Order: Order of Leadership, lowest to highest

- The current player must resolve any Event Card Effects that effect the realm phase before doing anything else this phase.
- Then, the player receives a number of resources equal to what his civilizations and workshops will bring.
- The player may use the caravan to trade two resources of the same kind, to receive a single resource of another.
- The player may at this point, use a leadership die to acquire a resource from the caravan/merchant. A resource in the caravan which has a leadership die on it, may not be used again by any other player.
- The player may then construct a single structure. Pay the resource cost and place the structure's token on a tile which is adjacent to another tile that contains a structure you control. Constructing a structure signals the end of the Realm Phase.

### Structures:

#### **Village:**

1 wood, 1 food

Production: 1 resource

May not be built on lakes

#### **Town:**

2 wood, 1 stone, 2 food

Production: 1 resource, 1 gold  
May not be built on lakes

**City:**

3 wood, 2 stone, 3 food  
Production: 1 resource, 2 gold  
May not be built on lakes

**Capitol**

(4 wood, 3 stone, 4 food)?  
Production: 2 resource, 2 gold  
Troops may be mustered on this tile  
As long as you have 1 troop on this tile, you roll 2 dice in defense  
May not be built on lakes

**Gold Mine:**

2 wood, 2 stone  
Mine Production: 1 gold  
May only be built on Mountains

**Garrison:**

1 wood, 1 stone, 2 gold, 2 food  
Troops may be mustered on this tile

**Fort:**

2 wood, 2 stone, 3 gold, 3 food  
Troops may be mustered on this tile  
As long as you have 1 troop on this tile, you roll 2 dice in defense

**Wall:**

1 stone, 1 gold  
Movement cost through the tile is increased to 3.  
As long as you have 1 troop on this tile, you roll 2 dice in defense  
May not be built on lakes

**Road**

1 stone, 1 gold  
Movement cost through the tile is reduced to 1.  
May not be built on lakes

*A Village, Town, City, or Capitol built on Badlands produces no resources, but produces the same amount of gold.*

**Conflict Phase:**

Order: Order of Leadership, lowest to highest  
The current player must resolve any Event Card Effects that effect the conflict phase before doing anything else this phase.

**The player may muster troops.**

The player may then move their troops, engaging in combat if the player moves troops into a tile which is occupied by an opposing player's troops or structure.  
The player may engage in a diplomatic mission with another player.

Troop Cost:

2 gold, 1 food

Movement: 3

Troops are placed on any Garrison, Fort, or Capitol that the player controls.

### **Movement:**

Each Troop unit has a movement of 3. Movement through terrain costs the following amount:

Fields: 1

Forest: 2

Mountain: 3

Wastelands: 2

Lake: 3

Tile with a Road: 1

Tile with a Wall: 3

Unrevealed Tile: X (Troops may not move through Unrevealed Tiles)

Once a unit has been moved, it may not move again even if it has movement remaining.

*Example, if you have moved a unit through 2 Fields, and then go on to use a different unit in combat, you may not return to your first unit and move it through another Field or Road, even though it has movement left.*

### **Combat:**

Combat is played out the same way it is done in RISK. In order to initiate combat, a troop unit must have enough movement to enter an opponent's tile.

1. Move all desired units into the opponent's tile. The player who moved the units is considered the attacker unless otherwise stated in the rules.
2. The attacker rolls as many dice as he has units, up to 3 total dice.
3. The defender rolls as many dice as he has units, up to 2 total dice.
4. If a player does not like the dice he or she has rolled, they may substitute any remaining Leadership Dice for a die they rolled in combat. This must be done before any dice are compared.
5. After the dice are rolled, compare the highest attacker's die with the highest defender's die. If the attacker is greater, then the defender loses a unit. If the defender's die is equal to or greater, the attacker loses a unit.
6. Compare the set of next highest dice, the same as the first. Remaining dice are discarded.
7. For each enemy troop unit you destroy gain 1 Valor.

### **Raising Militia:**

If an enemy has troops onto your village, town, or city you may muster Militia on your turn if there are enemy troops on your structure and none of your own. You may only do this once per structure per season.

Muster Militia: Village (1), Town (2), City (3)

If you muster Militia, reduce the size of the structure by 1. (village -> nothing, town->village, City->Town)

Militia may not move during the first season. Your Militia immediately attacks any enemy troops on your tile, and count as defenders during that combat.

### **Razing Structures:**

If an enemy has troops on one of your structure at the end of your conflict phase and you have no troops on it, then they may raze the structure, and gain an amount of resources equal to the town's production. Remove the structure token from the tile. No resources are generated if enemy troops raze a wall, road, fort, or garrison.

In the event that a player attacks a structure on their phase, destroys all of the defending troops, and on the other player's phase they move troops onto that structure the defender for that combat is the player who controls the structure.

### **Diplomacy:**

Diplomacy is resolved in a similar way combat is done in RISK, but each type of diplomacy has its own set of attackers/defender called a Proposer and a Resister. The Proposer is the one who initiates the Diplomacy with another player. If that other player does not wish to comply with the terms of the Diplomacy, then they become the Resister and the players engage in a Diplomatic Negotiations.

Unless otherwise stated, you may only propose one Diplomatic Negotiation per player per season.

A Diplomatic Negotiation is resolved by rolling a number of dice equal to those stated in the "Diplomacy." Description for the type of negotiation the proposer is proposing. The dice are rolled and resolved in the same way as combat with the Proposer being the Attacker, and the Resister being the Defender.

### **End of the Season**

Once Everyone has completed their conflict phases, the turn (season) ends and play begins with the next season by everyone rolling their leadership dice.

### **Examples of Diplomacy:**

*(If a Proposer has multiple options for Ambassador Strength which apply at the same time, the Ambassador uses the highest of those values.)*

#### **Diplomacy: Truce**

If this truce goes through, your realms agree to not attack each other until the start of the Proposer's next turn. If either side attacks each other before the start of the Proposer's next Conflict Phase, then the player which broke the Truce loses 5 Renown (victory points).

Resister's Ambassador Strength: 2

Proposer's Ambassador Strength:

(If the Proposer engaged in combat with the Resister this turn: 0)

(If the Proposer engaged in combat with the Resister last turn: 1)

(If the Proposer never engaged in combat with the Resister: 3)

(Otherwise: 2)

### **Diplomacy: Trade**

If this trade goes through, you may swap resources with another player on a 1-1 basis. At the end of the Diplomatic Negotiations, the player who still has dice decides which resources to swap. That player may swap a number of resources equal to the number of dice they have left.

Resister's Ambassador Strength: 2

Proposer's Ambassador Strength:

(If the Proposer engaged in trade with another player this turn: 0)

(If the Proposer engaged in a trade last turn: 1)

(If the Proposer has never engaged in trade: 3)

(Otherwise: 2)

### **Diplomacy: Legality**

Your Ambassador (and a team of lawyers) brings to your attention a small legality that may help get your realm out of a tight bind. If this negotiation goes through, you may nullify a Diplomatic resolution that is currently affecting your realm.

Resister's Ambassador Strength: 2

Proposer's Ambassador Strength:

(If the Proposer engaged in a legality with another player this turn: 0)

(If the Proposer engaged in a legality last turn: 1)

(If the Proposer was attacked by the Resister this turn: 3)

(Otherwise: 2)

### **Diplomacy: Forced Labor (Exclusive - no other negotiations may be proposed this turn)**

You turn your political might inward, and force your peasants to work harder, with less pay. If this negotiation goes through, you'll gain extra resources. The peasants however, resist your iron fist. Choose another player, that player rolls for your peasants. You gain 1 extra resource of your choosing per Proposer's die left at the end of the negotiations.

Resister's Ambassador Strength: 2

Proposer's Ambassador Strength:

(If the Proposer engaged in Forced Labor last turn: 0)

(If the Proposer has never engaged in Forced Labor: 2)

(If the Proposer has no resources: 3)

(Otherwise: 1)

## **Examples of Event Cards:**

Forest Thieves: (Wood/gold)

*A band of thieves has established a camp in the forests of your realm. Each realm phase, you produce less resources as the thieves patrol the forests, plundering your peasants. You will lose resources each realm phase unless you resolve this event.*

Immediate Effect: (Optional)

Resolution: Hire the bandits as mercenaries: Lose 3 Gold

Reward: 1 Troop

Realm Phase Effect:

Produce 1 less Wood

-or-

Produce 1 less Gold

Conflict Phase Effect: (Optional)

Diplomatic Resolution: Cause them to repent of their evil ways: You may not propose any other negotiations this season

Diplomatic Reward: +1 Honor

Combat Resolution: Attack the base camp: Lose 1 Troop

Combat Reward: +1 Valor, +1 gold

Mountain Bandits: (Stone/Gold)

Looters: (Food/Gold)

Caravan Raiders:

*Caravans across your realm are being raided. The caravan cannot be used for trade during your turn this season.*

Immediate Effect: (Optional)

Resolution: Provide additional escort - lose 1 troop

Reward: Free resource of any type

Bountiful Harvest:

*Your realm produces 1 extra Food during the realm phase.*

Realm Effect:

At the start of the realm phase, gain 1 extra food and discard this card.

Avalanche:

*A deadly avalanche catches some of your men.*

Immediate Effect:

If you have troops on a Mountain Tile, lose 1 troop unit from that tile. If you have multiple troops on multiple Mountain Tiles, choose which tile loses the troop unit. You only lose 1 Troop unit this season.

Faerie Ring:

Refugees:

*You come across a band of refugees, and you have the option of allowing them to settle in one of your civilizations.*

Realm Effect:

You can upgrade a single village or town or build one village without spending any food (food units) this turn only.

At the end of the season in which you drew this card, discard it.

Tempest:

A severe storm rages across your realm this season. Lose 2 resources of any kind.

Abandoned Keep:

An outpost your father established many years ago is still standing.

Realm Phase Effect:

Use the outpost as a : +1 Stone

Stock the outpost: -2 gold, place a fortress marker on a tile you revealed this turn.

Hamlet:

You discover a small hamlet in the countryside. The people who live there owe no allegiance to any lord:

Immediate Effect: (Optional)

Let the people be: +2 Honor

Realm Effect: (Optional)

Induct them into your realm: Place a village on any tile you revealed this turn.

Conflict Effect: (Optional)

Press them into military service: +1 Troop Unit

At the end of the season in which you drew this card, discard it.

## Examples of Adventure Cards:

Strange Blueprints:

*You discover blueprints and architect drawings for a city built on stilts. What could they be used for you wonder...*

Realm Effect:

Discard this card and pay the resources for a village. You may place that village token on a Lake tile. If you already have a village on a lake tile, you may instead discard this card and pay to upgrade that village to a town. The same goes for a town upgrading into a city.

(Player Color) Realm Ancestry Artifact

Green Realm Ancestry Artifact:

Immediate Effect:

If you are the green realm, you receive a resource of any kind as the high morale of your people cause them to work harder. Discard this card.

Conflict Phase:

If you are not the green realm, you may use this card when negotiating with the Green Realm to increase your Ambassador strength by 1. If you lose the negotiation, the green realm benefits from the immediate effect of this card. If you win, this card is discarded.

Hunting Trip:

(Dragon) +5 Renown

(Strange Beast) +3 Valor

(White Stag) +3 Valor

(Boar) +2 Valor

(Bear) +2 Valor

(Stag) +1 Valor

(Fox) +1 Valor

Negotiate Peace Between Villages: +1 Honor per Village

Negotiate a Trade Contract: +1 Honor

Hold Court at your Capitol: +2 Honor

Hold a Ball at your Capitol: +3 Honor

Hold a Tournament at your Capitol: +3 Honor

Show mercy during a duel: +5 Honor

Repay an old debt: +2 Honor

Visit Fortune Teller's: draw any card from the discard adventure card pile, and use it this turn instead.

You have found a vassal who owed your father a large sum of money:  
Throw him in Jail and seize his assets: +2 Gold  
Forgive his Debt: +4 Honor

You go exploring old ruins, and discover (die):  
(1) A Monster, which runs you from the ruins: -1 Valor  
(2) Nothing  
(3) An old family mausoleum: +2 Honor  
(4) Nothing but good building material: +1 Stone  
(5) A Monster! You slay it: +2 Valor  
(6) An old treasury: +2 Valor, +2 Honor, +2 gold

You go exploring old ruins and discover (die)  
(3) An old Family Mausoleum: +2 Honor  
(3) An old Treasury: +2 gold  
(3) A Monster! You slay it: +2 Valor  
Alas, the ruins are empty.

A peaceful afternoon in the countryside turns deadly as an attempt on your life is made!  
(3) You defeat the rebels, quelling any further disruption: +1 Valor, +1 Honor  
Alas, the bandits have the better of you and force you to retreat! -1 Valor

A small skirmish with scouts from another nation gives you some idea of their tactics. When you would otherwise lose a troop unit in combat, discard this card. (Color ?)

You engage in combat with enemy troops, and you lead your men to a decisive victory. +1 Honor, +1 Valor

# Playing without a Game Board

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*(or, using what you have at hand)*

## Lacking a Game Board? Still want to play?

D6 = six sided die

D66 = roll one D6 as the “tens” digit, and one D6 as the “ones” digit

For the game board, use a Chessex or other Hexagonal Map with dry-erase capabilities instead of tiles.

For a 6-player Tournament, draw out a hexagon with 7 tiles on each side, marking the center tile with a volcano. For a 2-player Duel, draw out a Rectangle, 10 tiles wide and 20 tiles long. For a Story Telling game, the GM should draw out the terrain as they see fit.

Instead of drawing or revealing tiles, for each tile you would draw or reveal, roll 1D6 and consult the following chart. Drawing the terrain in with markers is suggested in parentheses.

1: Inhospitable, roll again:

1-3: Lake (blue circle)

4-6: Badlands (red X)

2-3: Farms (green lines)

4-5: Forests (green circle)

6: Mountains (black triangle)

For drawing out structures, the following shapes/letters are suggested to be drawn in the center of the tile.

Village: V (1 square)

Town: T (2 concentric squares)

City: C (3 concentric squares)

Capitol: Star

Fort: F

Garrison: G

Road: R (or two parallel lines)

Wall: W (or a parapet \_n\_n\_n\_n)

Mine: \$

For troops, it is suggested that you use pieces from Risk, or use small dice which show the number of troops you control. Regardless, you should have a single color theme to be able to distinguish your units from another player's.

For the Hero, print out the “Hero” page and use it to keep track of your honor, valor, and renown. Use colored “troops” to mark your progress, or laminate the printout and use dry-erase markers.

Instead of Drawing Cards for the Realm Events, roll a D66 and consult the following table.

Keep track of your Realm Events on a separate piece of paper, noting the card number and the

resolution.

<Insert Table Here>

Instead of Drawing Cards for Adventuring, roll a D66 and consult the following table. Keep track of your Adventures on a separate piece of paper, noting the card number and when you used the card.

<Insert Table Here>

Keep track of your resources on a separate piece of paper, noting how much you received each turn and how much you spent.

During the realm phase, print out the "Caravan" page and use it to keep track of the caravan for that turn.

# Game Discussion, Initial Concepts

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Lords of War is a boardgame based on the combined concepts of RISK, Settlers of Catan, Carcassonne, and Kingsburg with some RPG elements thrown in for good measure. Examples of similar video games is "Mount & Blade," "Heroes of Might and Magic," "King's Bounty."

The game will be about medieval (minimal fantasy) military conquest and diplomacy. Players take on the role of Heroes in the world of LOW, and will lead civilizations and raise armies in order to defeat their opponents. One of the main concepts is going to be different levels of play. There will be a "duel" mode, a "king of the hill mode" and a "story" mode. In the first two modes (pvp modes), the game will be about defeating all of your opponents. In the last mode, the game will be about progressing through a story arc in a GM-driven manner.

The game board will be dynamically generated before each game. In the pvp modes, the map will be generated by players taking turns, alternating placing tiles on the map. As they do so, they place these tiles face down (fog of war) only on tiles that an opponent owns (each starts with 1). This will give the player some indication of what an opponent's board looks like, without knowing anything about what they are going to be getting into. Thus, each turn will be a discovery for them, with something new to explore and adjust tactically.

The game board consists of hexagonal tiles, with a similar theme and feel to Settlers of Catan. Each tile will be of one "terrain" type, and provides a resource based on what structures are built on that tile. Terrain types can be one of the following and provide a (resource): Forest(wood), Fields(sheep!/wheat), Steppe/Rolling Hills (stone), Flats? (clay?), Mountain (mine - ore/gold?), Lake (fish?), Swamp (!), Badlands (!), Desert (!). (items with a (!) may be included in an expansion.

Resources cannot be collected from a tile until there exists a structure on that tile. Each tile can only contain one structure. Types of structures include : Civilizations, Workshops, Roads, Fortifications. Civilizations come in 4 categories: Village, Town, City, and Capitol. Civs allow you to recruit soldiers, and provide militia if attacked. In addition, villages provide one gold resource/turn, Towns provide 1 gold plus a resource for the tile, and cities provide 2 gold and one resource per tile. Capitols provide 2 gold, 2 resources, and count as a Fort for defending purposes. A capitol is given to each player at the start of the game. A workshop on a tile provides a single resource/turn. A Road reduces the penalty for troop movement through the tile to 1. Fortifications include Walls, Garrisons and Forts. A Wall makes the terrain impassable (except to special wall-busting units). Garrisons allow troops which have been mustered to appear on that tile. Forts function as garrisons, in addition to supplying a single strength unit if the tile is attacked (an additional die as long as there are troops on the tile). (a good tactic is to put a fort inbetween the spaces on a wall so that you can muster troops at a choke point in your defenses).

There are two types of Troop: Infantry and Calvary. Infantry cost 2 gold to muster, and appear on any fort, garrison, or capitol that a player owns. A unit of infantry on a fortification may be upgraded to a unit of calvary at the cost of 1 gold. Calvary may be purchased directly for 3 gold. Infantry have 3 move units, and calvary have 5 move units. Moving over a tile costs the following points:

Tile with a Road: 1  
Fields: 1  
Flats: 1  
Forest: 2  
Mountain: 3  
Rolling Hills: 2  
Wastelands: 2  
Swamp: X  
Desert: 2  
Tundra: 2  
Lake: X  
Tile with a Wall: X  
Unrevealed Tile: X  
(X = impass)

Combat is handled in much the same way it is in RISK. Units move during your turn, according to their movement values (instead of once per country) and you don't have to leave a unit behind. Attacking an enemy unit means moving \*into\* that tile, and requires the pre-requisite movement. Players take turns moving all troops, (depending on the order of turn). Otherwise, combat is the same as it is in RISK. Infantry and Calvary count as one unit for combat.

#### Leadership and Heroes:

Each player takes on the role of a Hero in Lords of War. At the beginning of each turn, every player rolls 3D6, and the player with the lowest combined total goes first, and play turns in order of least leadership to highest leadership.

These three dice then become the Heroes' "Leadership Dice."

Leadership Dice may be used during the Turn (your or an opponent's) but you lose them at the start of the next turn. During the Hero Phase, you may use a leadership die, to draw a card from the Adventure Deck (this is known as 'adventuring') Your Hero can gain Valor and Honor by adventuring, in addition to special abilities or powers. During the scouting phase, you may reveal a number of tiles equal to the number shown on the die (and draw a Realm card as normal). Alternatively, during the construction phase your character may use a die to requisition a resource from the Merchant. (Merchants supply 1 of each resource, but a taken resource deprives it from being used by other players). During the conflict phase, you may use a leadership die to replace one of the dice you rolled in combat - this is done before combat is resolved, but after the dice are rolled.

Heroes begin play with Renown of 0. You increase your renown by gaining Valour and Honor.

For each combat you win, you gain a point of Valour. For each diplomacy you win, gain a point of Honor. Adventuring may also increase (or, if you fail decrease) your Valour and Honor.

For each 10 points of Valor (or!?) honor that you earn, you gain 1 renown (and reset either Valor or Honor). When you spend a Leadership die, you may add a number of points equal to your renown to your dice, but only a maximum of your renown per turn.

#### Tiles/Structures:

Number of Tiles:  
000X000

oooooo  
00000  
oooo  
000  
oo  
0

$7+6+5+4+3+2+1 = 28$   
plus 6 from border  
= 36 tile/player  
6 players, plus center =

217 tiles. Up to 36 resources per player per turn?

6 unusable tiles/player  
Wasteland/Lake Tiles:  $6*6 = 36$   
2 Lakes (no resource) (3 move)  
4 Badlands (no resource) (2 move)

30 resource tiles/player:  $30*6 = 180$   
6 Mountain Tiles (6 stone/gold) (3 move)  
12 Forest Tiles (12 wood) (2 move)  
12 Plains Tiles (12 food) (1 move)

Plus 1 extra tile?  
1 Volcano Tile? (Big Bad Boss Tile?) / Dragon Expansion pack?

Winning?

Defeat all other players? Score as high a Valor you can in 10, 20, or 50 turns? Capture the Flag/Castle?